FEDERATION OF GOOD MANUAL

MISSION DOSSIER

Department of Covert Operations

TOP SECRET

AGENT ASSIGNED: **Captain Goodnight**
MISSION: **The Islands of Fear**

F.O.G. 15-273 D.O.C.O.-45-7f

OPERATIONS BULLETIN

TOP SECRET CLASSIFIED MATERIALS

MISSION CLASSIFICATION CC24-F 034127
COVERT OPERATIONS DIVISION, F.O.G.

MISSION BRIEFING

TO: **Captain Roscoe "Buzz" Goodnight**
FROM: **Com.Brod.For.San.Raf.**
SUBJECT: **Ultimatum, World Control**

An ultimatum has been received at F.O.G. H.Q.—200 billion dollars in gold bullion must be delivered to Federation of Evil (F.O.E.) agents within 24 hours or the Free World will be destroyed.

The source of this message is somewhere on or near the Fear Islands, last known location of the laboratories of the evil and infamous Dr. Maybe.

Your mission: Travel to the Fear Islands and locate and destroy the Doomsday device before it can be activated.

Complete your mission briefing by reading the section titled Command Control and proceed immediately to the briefing hut.

COMMAND CONTROL

The Free World is in your hands, Goodnight. Can you foil the demonic Doctor's plan and deactivate the deadly Doomsday machine? Can you escape before the Self-Destruct mechanism is triggered? Can you beat the legendary heroes of yesteryear??

GETTING STARTED:

To start, put the disk in your disk drive, label side up (Side 1). Close the disk drive door, and turn on your computer and monitor. Title, credit pages and a series of demo screens will be displayed. When you are ready to start your mission, press any key (or either joystick button) and follow the on-screen prompt to turn over the disk to Side 2.

A two-button joystick is required for playing the game. Press either button (or any key) to start play. (Check the trim on your joystick if you or any vehicles drift one direction or another.)

NOTE: On the Apple IIc, the keyboard switch MUST BE UP for the game to function.

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PLAYING THE GAME:

JOYSTICK CONTROLS:

Button 0	to speed briefing
Button 0	to fire weapons of all types
Button 1	to enter vehicles of all types when held down while passing a door or entry ALSO to start elevators when joystick is pushed up or down
Down	to kneel down
Up	to stand up
Right/Left	to walk or run right/left (partial movement results in slower speed) ALSO to select firing direction for weapons
Up/Down/Right/Left	to move any vehicle up/down/right/left (if vehicle is capable of moving in such a direction)

CONTROL KEYS:

ESC	freezes action until any key or button is pressed
CONTROL-S	toggles sound off and on
CONTROL-R	restarts game by taking you to End of Mission menu (does not operate during briefings)
T	shows you how much time you have left (reverts to game play automatically or when any key or button is pressed—does not operate during briefings)

END OF MISSION:

Use the joystick to move the flashing highlight bar to the selection of your choice: Start New Game or See High Scores. Then push any key or button to select.

HIGH SCORES:

To record your name on the high score page—possible only after a successful mission—type in your name, using up to 14 characters. The ← key erases and the RETURN key enters. There is space on this page to record the names and time remaining for the top 10 players. Press any key or button to exit this screen.

Note: Similar missions have been undertaken by legendary F.O.G. agents of yesteryear. Against similar odds, official F.O.G. game testers have managed to rack up the following times, which are considered remarkable:

Agent 004-1/2	—5 hours 30 minutes remaining
The Shadow	—4 hours 58 minutes remaining
Fearless Felix	—4 hours 23 minutes remaining

OPERATIONS BULLETIN

USING THE SECRET DECODER:

Because of the ultra-secret nature of your mission and the intelligence skills of the enemy, you'll need to use your Secret Decoder twice to complete the tough job before you.

1) Midway through the mission, you'll need to enter a secret code to confirm your identity before receiving a further briefing. To find the correct confirmation code, use the Secret Decoder in the following manner:

A) When you see your on-screen Identification Code—for example, Blue 3—point the arrow on the inner circle of the Secret Decoder at the correct color on the outer circle. In this example, the arrow would be pointed at the sector labeled Blue.

B) Then, look at the Code De-Scrambler and find the letter directly under the number you have been given—in this example, 3. The letter directly under this number is C (when the arrow is pointed at the Blue sector).

C) Type in that letter—C in this example—as your Confirmation Code.

2) As you near the Doomsday machine, you'll get a Self-Destruct Code that you'll use to get the Deactivation Combination necessary to deactivate and destroy the Doomsday machine. To find the correct Deactivation Combination, use the Secret Decoder in the following manner:

A) When you get your on-screen Self-Destruct Code—for example, White 5—point the arrow on the inner circle of the Secret Decoder at the correct color on the outer circle. In this example, the arrow would be pointed at the sector labeled White.

B) Then, look at the Code De-Scrambler and find the letter directly under the number you have been given—in this example, 5. The letter directly under this number is G (when the arrow is pointed at the White sector).

C) Next, look at the Deactivation Combination chart. Find the combination that corresponds to that letter—in this example, G. The correct Deactivation Combination for G is Off On On On. This combination is to be used in setting the switches on the Doomsday machine. NOTE: BE SURE TO JOT DOWN OR REMEMBER THE CORRECT COMBINATION SO YOU HAVE IT WHEN YOU REACH THE MACHINE. YOU CAN'T WIN WITHOUT IT!!!

SURVIVAL HINTS:

Your jet can withstand some, but not much, damage from anti-aircraft weapons. Avoid this fire.

Watch out for radar dishes. If not destroyed, they can trigger heat-seeking cruise missiles!

Keep moving! The more slowly you move, the more demonic enemies Dr. Maybe can mobilize.

Use strategy. It may take several shots and some elaborate footwork to defeat your more devious enemies.

Use any and all equipment you find in your path. Your commando training will come in handy as you commandeer F.O.E. military equipment you find along the way.

And good luck, Goodnight. The entire Free World is counting on you!!

DOSSIER

NAME: **Dr. Vladimir Maybe**
BORN: **Dirge, Carpathia**
EDUC: **Ph.D. Wrong-doing, Univ. of Evil**
OCCUP: **Mad Scientist**

Upon completing his education, Dr. Maybe obtained a position as apprentice to the late Dr. Victor von Pillage, whose most recent attempt to destroy the Free World was thwarted by F.O.G. forces. The late Dr. von Pillage met an untimely end when he slipped and fell into a vat of hand lotion while trying to escape and was softened to death before he could be rescued. Vowing to carry on in the tradition of his master, Dr. Maybe outlined a series of vile deeds and completely disappeared from the public eye. He was last seen heading toward the Fear Islands, accompanied by his henchman, Nevets Tremho, with a load of radioactive materials, electronic odds and ends, and several 'D' batteries.

NAME: **Nevets Tremho**
BORN: **Tipped Privy, Nev.**
EDUC: **None**
OCCUP: **Henchman**

Tremho first came to the attention of F.O.E. when he filed for, and received, a patent on a user-friendly Doomsday machine. He has no known redeeming qualities. Various individuals, including his own parents, have indicated he will come to no good end. His only friend seems to be a pet eel named Tammy. Tremho was last seen in the company of Dr. Maybe.

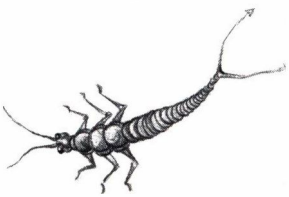
SURVIVAL SKILLS

EDIBLE INSECTS OF THE ARAAN DESERT

WARNING: While every effort has been made to insure the accuracy of this information, the reader must be aware of the risks involved in eating bugs in general, and these loathsome creatures in particular. The rule of thumb when dealing with most insects you may find on the Araan Desert is to bite them before they bite you.

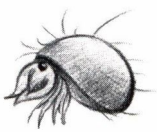
CRIMSON LUNGLURKER (Scarletus Miserabliana). Identified by its bright red scales. Catching a glimpse of one of these little beauties scuttling across the sands is enough to tempt any palate. Stir with just a pinch of garlic.

STOMACH SLUG (Sliminious Slimoliana). Pleasing gray in color and no bigger than your thumb. Can be found under medium-sized rocks. Takes just a bit more effort to collect, but is well worth it in the flavor department. Serve poached on hardtack and you'll have your companions begging for more.

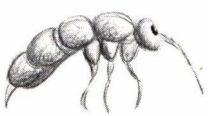


BUG VERDE (Green Bug). Brings a touch of spice to what might be considered a rather bland diet. Delicious when toasted. Caution: Only the female is edible; the male contains a deadly poison. It is easy to distinguish between them, however, as the non-poisonous female has one less band on her abdomen than the male.

BRAIN BORER (Parasitus Cranianosus). Not as popular as many other bugs due to its starchy taste. If lightly coated with batter before frying, it can be quite pleasant.



LIP LEAPER (Purposa Obscuriana). Named for its disturbing feeding habits. High in protein and fiber. Not easily spotted due to light beige coloring. While barbecuing, you should always stand upwind as the fumes are chemically identical to P7-X nerve gas and will result in a lingering and painful death if inhaled.



NAVEL LEECH (Peculiaris Yecch). The crunchy granola of the insect world. This yellowish-green crawler emerges in the early evening and is best lured by rotting meat. High in polyunsaturated riboflavin and low in fat. A highly toxic coating is easily removed by dipping the creature in boiling water before cooking.

F.O.E. MILITARY EQUIPMENT IDENTIFICATION

RIPOV RIP-14 (COOT) Utility helicopter. Powered by two 575-hp (429 kW) Slumchenko AI-26V seven cylinder in-line piston engines. Max. speed 125 mph (205 km/h); cruising speed 85 mph (140 km/h).

KLEM K1-9 (WOMBAT) 8x12 medium truck. Powered by one 145-hp (95.6 kW) Klem V-6 external combustion engine. Max. speed 65 mph (107 km/h); cruising speed 65 mph (107 km/h); max. range 250 miles (413 km).

KLEM K1-67c (SLOTH) Scout car. Powered by one 110-hp (87.3 kW) Klem V-3 Turbo-powered engine. Max. speed 65 mph (107 km/h); cruising speed 65 mph (107 km/h); max. range 250 miles (413 km).

KLEM T-43 (HYENA) Heavy Tank. Powered by one 1450-hp (956 kW) Klem V-16 external combustion engine. Max. speed 6.5 mph (10.7 km/h); cruising speed 6.5 mph (10.7 km/h); max. range 25.0 miles (41.3 km).

KLEM R-457e/k (TOAD) Killer Robot. Powered by one 14.5-hp (9.56 kW) Klem V-2 external combustion engine. Max. speed 6.5 mph (10.7 km/h); cruising speed 6.5 mph (10.7 km/h); max. range 25 miles (41.3 km).

CAPTAIN GOODNIGHT

and

THE ISLANDS OF FEAR™

By Michael Wise, Lauren Elliott and Gene Portwood.

LIMITED WARRANTY INFORMATION

Disk Replacement Policy

If this disk should fail within 90 days of purchase, please return with proof of purchase for prompt FREE replacement. If the disk has been physically damaged, or after 90 days from date of purchase, please include $5 for replacement, plus $2.50 for postage and handling.

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